

# Reflexion Plan vs Reality

Compared to what I have planned to implement in my class diagram I didn't really change a lot.

First thing that I didn't take in consideration when I was making my diagram was that the map that the server sends to me doesn't get easily or automatically translated to my map class. So I had to add a class that consists of static methods that convert servers map to mine, and also my map to servers (which I need when I'm sending my halfmap).

Other thing was the implementation of my MVC patterns as recommended during the talk, was moved from "Almovement" class to the "MyGameState" class because it makes more sense to display something new when the gamestate changes. And one more small thing as recommended is that I don't use two classes (one for halfmap, and one for fullmap) because there isn't any big difference between those two classes. (Instead I have instance variable in my Map class that tells me which type of a map do I have).